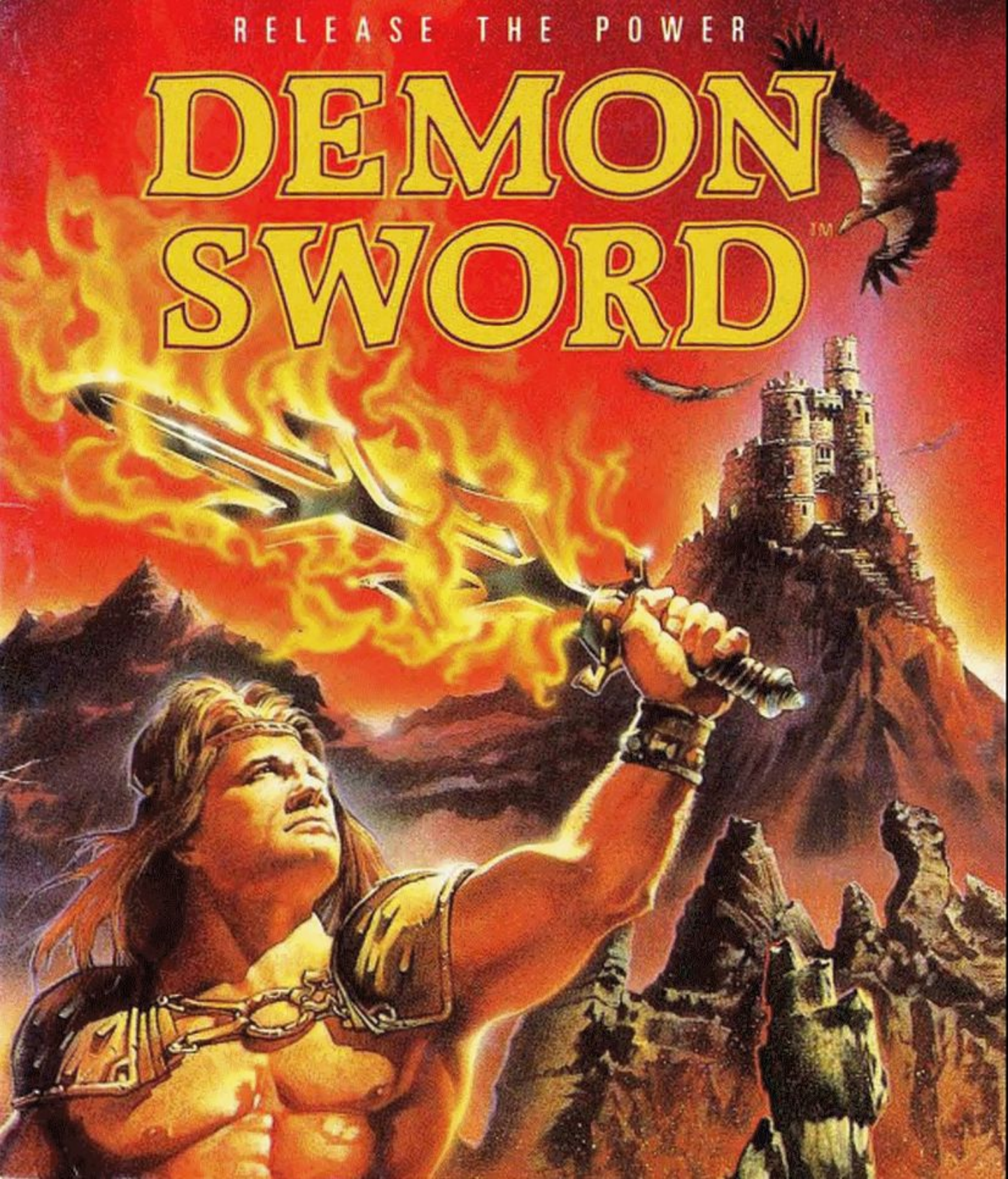
RELEASE THE POWER

DEMON SWORD™



NES-DO-USA

HOW TO PLAY

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CARE OF YOUR GAME

- Always make sure the power is off when inserting or removing the game pak from your computer.
- This is a high precision game pak. Avoid subjecting it to extreme temperatures or shocks. Store at room temperature. Never attempt to dismantle it.
- Do not touch the terminal connectors or get them wet or the circuitry may be damaged. Never insert your fingers or any metal objects into the terminal leads.
- Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.

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THANK YOU

for buying Demon Sword™ from Taito®.
For the most fun, read this instruction manual
thoroughly before you begin your journey.

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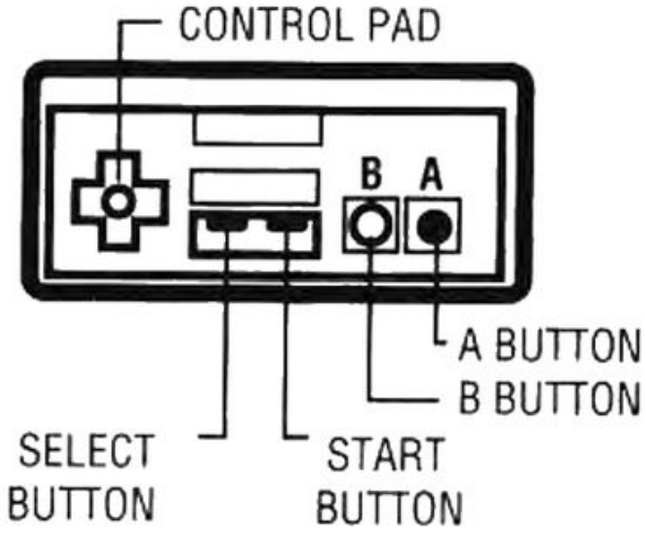
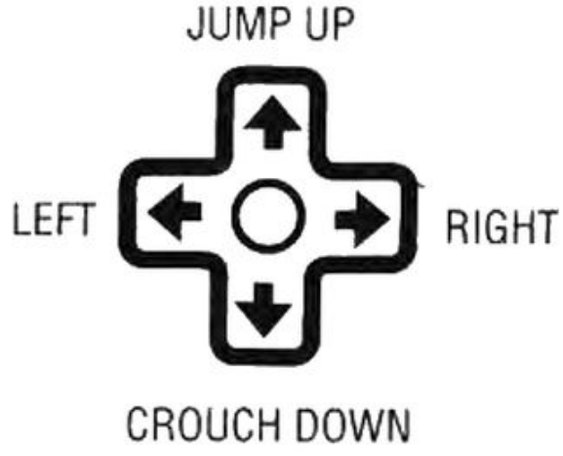
THE STORY

Welcome to an epic saga of Good versus Evil, where a Dark Fiend rules an ancient world with cruel, terrifying magic. The land cries for a champion to end the eternal tyranny. From a small farming village in the High Hills comes a noble fighter called Victar. He carries the battered and rusted hilt of an old sword. The fables tell of how this sword once defeated the Dark Fiend. Victar must find the missing blades and overcome the Fiend's demon horde.

HOW TO OPERATE

"A" Button Swing Victar's sword.
"B" Button Throw darts.





Start Button

- Press the **START** button to begin the game.

Pause Function

- Press the **START** button to pause the game
- Press the **START** button to resume play.

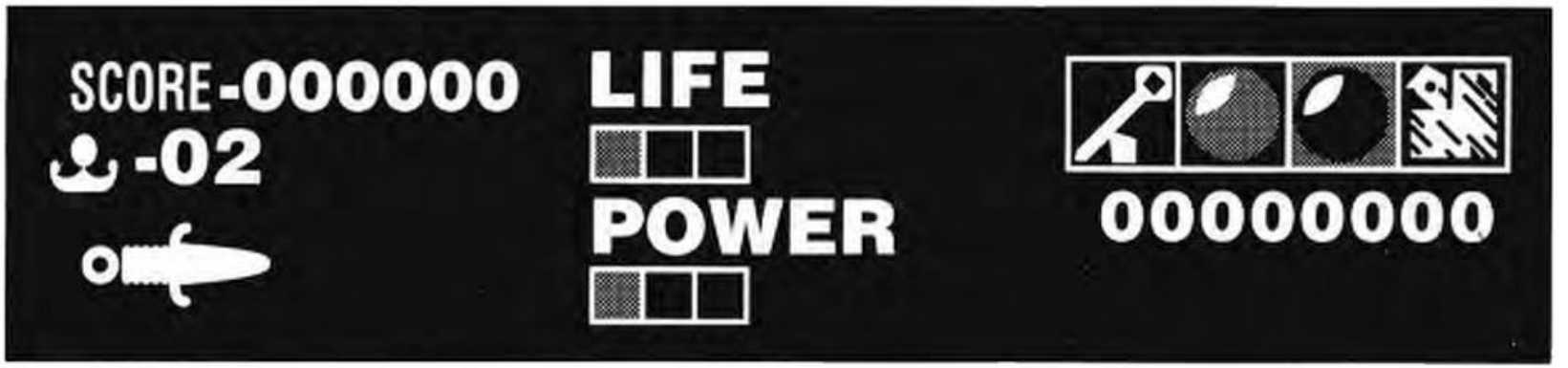
HOW TO PLAY

DEMON SWORD consists of three worlds. Each world has two levels. A level is completed when Victar successfully defeats the creature at the end of that level. A blade from the Demon Sword is awarded when the player completes both levels in a world. The player will enter a seventh level if he completes all three worlds.

A player starts with three lives. Your life decreases if an enemy creature hits you or runs into you. Some creatures are more lethal than others. The game ends if the player indicator reaches zero. You can restore your energy level by collecting red spheres and extend this level by collecting black spheres.

STRENGTH AND STATUS

Victar's energy levels and magic item inventories are displayed below the game screen.



MAGIC ITEMS

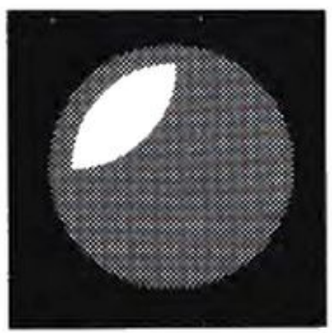
There are two types of magic items that Victar can collect:

REGULAR MAGIC: These items appear on the screen when Victar defeats an enemy. Their effect happens automatically.

KEYS
Opens the
Mystic Gates.

BLACK SPHERE
Adds one LIFE square.

RED SPHERE
Restores one LIFE square



MAGIC ITEMS (continued)

REGULAR MAGIC: (continued)

PHOENIX
Rescues Victar if he
falls into a bottomless pit.

DART WHEEL
Victar can throw four
darts for a short time.

ARROW
Increases dart
throwing speed.

ARROW BEAM
Victar transforms into three
invincible fighters for a short time.

SPECIAL MAGIC

These items are only found when the player enters the Mystic Gates.

FIRE SPHERES

Fire balls circle around Victar and protect him.

LIGHTNING

Sheet lightning destroys all enemies on the screen.

POWER BEAM

Direct waves of energy against tough opponents.

POWER DART

Increases Victar's dart strength.

SPECIAL MAGIC (continued)

To select a magic item during game play:

Press the **START** button to pause the game.

Press the **UP ARROW** or **DOWN ARROW** keys to display the magic items.

Press the **LEFT ARROW** or **RIGHT ARROW** keys to select a magic item.

Press the "**A**" button to activate a magic item. It will now appear beside the regular magic item inventory.

Press the **START** button to resume play.

Press the **SELECT** button during game play to use the magic item.

THE REALM OF DEMON SWORD

Prepare yourself for an adventure into uncharted lands, where sinister creatures and unworldly beings protect the Dark Fiend's dominion!

WORLD ONE

The Bamboo Forest

Victar begins his journey in this land of tall trees, broken bridges, and bottomless canyons. The training grounds of the Demon Warrior are at the end of this level.

Cedar Mountain

A long stairway leads to thick forests and rocky gorges. The Old Wizard waits for Victar on a craggy escarpment.

WORLD TWO

The Temple Graveyard

Our hero must climb high walls and crumbling stairways to reach the temple where the Dark Priest dwells.

Fire Mountain

An evil land that's full of dead trees and fire pits. The Tower of the Troglodyte casts its shadow from the top of Fire Mountain.

WORLD THREE

Bone Mountain

Unspeakable horror lies in the tunnels of Bone Mountain.
The Skullkeeper lurks in his damp and musty lair.

The Castle

A maze of stairs leads Victar to the castle's tallest tower, where he must vanquish the elusive Harpee.

The Final Battle

When all three blades of the **Demon Sword** are forged together, Victar must enter the **Brimstone Fortress.** Do you have the courage to descend into its depths? Here you will find the Fiend's chief servant, known to all as the Dark Lord.

The Mystic Gates

The Mystic Gates can transport Victar to the Mystic Realm or the Dungeon Realm. The Mystic Realm sometimes gives Victar a gift. The only way to escape the Dungeon Realm is to fight the warrior that waits for Victar.

PASSWORD OPTION

This game uses a password system on Controller 1 to let you continue the current game.

To see the password at the end of the current game:

Press the **DOWN ARROW** key. Hold this key down and press the following buttons in this order: **"B" "A" "B" "A"**

Press the **"A"** button if you want to continue the game.

Press **SELECT** and then press the **"A"** button if you want to exit the game.

To enter the password at the start of the game:

Press the **UP ARROW** key. Hold this key down and press the following buttons in this order: **"A" "B" "A" "B"**

Use the **UP/DOWN/LEFT/RIGHT ARROW** keys to move the pointer.

Press the **"A"** button to select a letter.

Press the **"B"** button to move backwards.

When the password is entered, move the pointer to the word **END** and press the **"A"** button. A correct password lets you continue.

HINTS AND TIPS

- Save your magic items for the really tough enemies.
- Never stand in one place for too long.
- Tall trees offer a good defense against the demon hordes.
- Collect as many red spheres as you can before fighting the Dark Lord.
- The only way to escape from the dungeon gates is to defeat the warrior within.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio or television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

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